CRASH DIVE™

20th CENTURY FOX™

Games of the Century™

Game Instructions
Fox Video Games

EmuMovies

CRASH DIVE™

THE OBJECTIVE

Your mission, should you choose to accept it, is to score as many points as possible by destroying enemy ships, helicopters, planes, giant sharks, sting rays, squids, angler fish and lobsters before running out of fuel or crashing the flying sub. You may also acquire points by picking up the treasures that lie on the bottom of the sea.

THE SET UP

Set up your video computer system and joystick controller as indicated in your manufacturer's owner manual. Turn the power switch OFF and insert the Crash Dive cartridge.

TO BEGIN

Turn the power ON. Use the Game Select lever to choose a one or two player game. Use the Difficulty Switch to select a level of play.

Left Difficulty Switch A:	Creatures appear in random order
Left Difficulty Switch B:	Creatures appear in set order
Right Difficulty Switch A:	Missiles are steerable
Right Difficulty Switch B:	Missiles fire straight ahead

Press the Game Reset lever and get ready to start your deep sea adventure.

THE CONTROLS

The Sea Hunter, your flying submarine, is entirely under your control. Tilt the joystick up to rise and down to descend. Move the joystick right to accelerate and left for quick deceleration. Each flying sub is equipped with a missile launcher, which is activated by the joystick button.

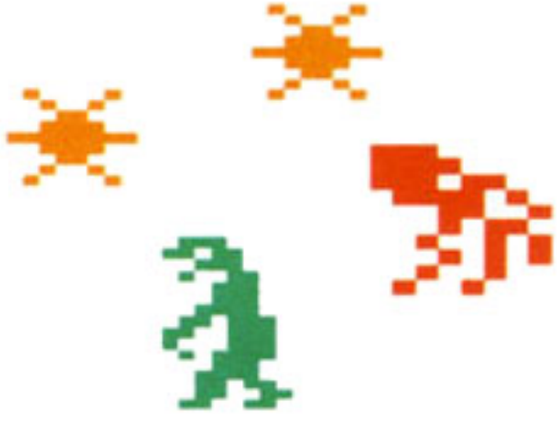
THE GAME

Reinforcements: You begin each adventure with three flying submarines in reserve. If you are able to fill the prize indicator at the bottom of the sea with six treasures, you will be awarded an extra life.

Fuel: The fuel gauge is located at the bottom of the screen. Keep your eye on it. Refueling is accomplished by docking with the mother ship, the Sea View (the submarine at the top of the sea). The fuel supply gained is proportional to the amount of time docked with the Sea View.

Scoring:				
	Plane	300	Angler Fish	200
	Helicopter	100	Squid	100
	Bird	0	Lobster	25
	Boat	50	Sea Monster	1
	Sting Ray	200		(for stunning)
	Shark	100	Mines	Indestructible

Treasures:				
	Sword	200	Chalis	2000
	Wine Bottle	400	Pot of Gold	3000
	Sunken Boat	500	Key	5000
	Crown	1000		



SPECIAL FEATURES:

Prize Indicator: The Prize Indicator is located in the lower right hand corner of the screen. The prize displayed in the far right position is the prize that will be found under the mine field. The prize to its left is the random prize that will be found under the sea monster.

Mines: The mines cannot be blown up. You must dodge them to acquire the main prize.

Movement: Your maximum speed and freedom of motion is determined by your vertical position.

Air:	Fastest way to travel
Water:	One half air speed
Sea Floor:	No horizontal movement

HINTS FROM THE DESIGNER

So you'd like to search for sunken treasure with me. Well, it's going to take a keen eye, a good ear and quick reflexes to grab these treasures from the creatures of the deep. Before you hop aboard the Sea Hunter, let me give you a few navigational pointers.

Obstacles always travel in groups: one in the sky, one on the sea, two in the water and one on the sea floor. Always approach these groups from the sky.

During sky travel, you can hear the bird, helicopter and plane before you see them. (The refueling ship can be heard in any position.) If it's the bird, skip it. If it's the plane, boat or helicopter, disable it before traveling underwater. Then you'll be safe from missiles when you enter the sea.

The seventh group of obstacles is always the mine field. If you survive, there is always an opportunity to refuel before advancing for the next treasure.

Now that you have the knowledge of a fine sea captain, it will only take time and practice to become the finest sea hunter that ever lived. Good luck and happy treasure hunting.

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